GAMER EXTRA

BROTHERS IN ARMS

Franchise Special

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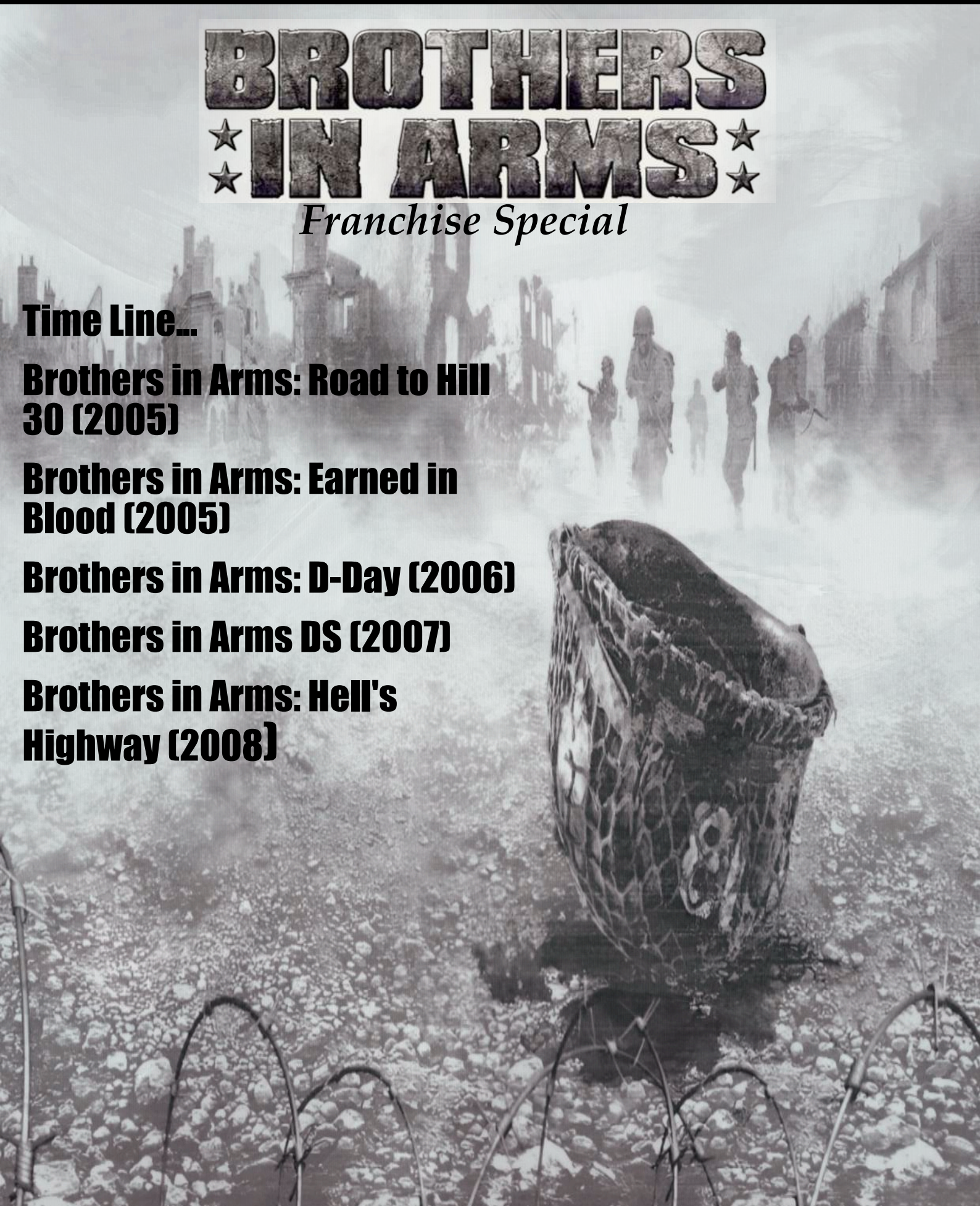
BROTHERS IN ARMS

Franchise Special



Time Line...

Brothers in Arms: Road to Hill 30 (2005)

Brothers in Arms: Earned in Blood (2005)

Brothers in Arms: D-Day (2006)

Brothers in Arms DS (2007)

Brothers in Arms: Hell's Highway (2008)

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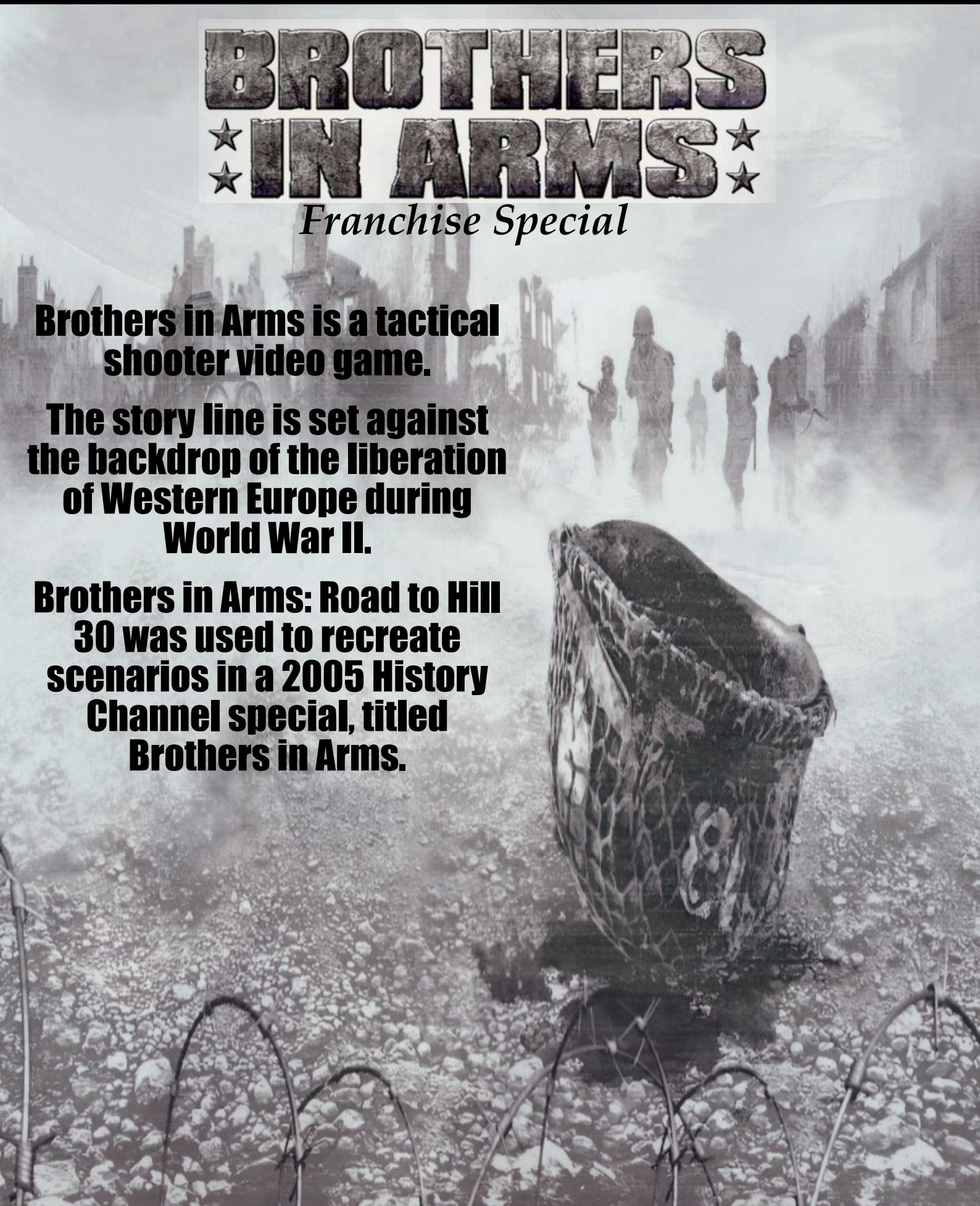

Brothers in Arms is a tactical shooter video game.

The story line is set against the backdrop of the liberation of Western Europe during World War II.

Brothers in Arms: Road to Hill 30 was used to recreate scenarios in a 2005 History Channel special, titled Brothers in Arms.

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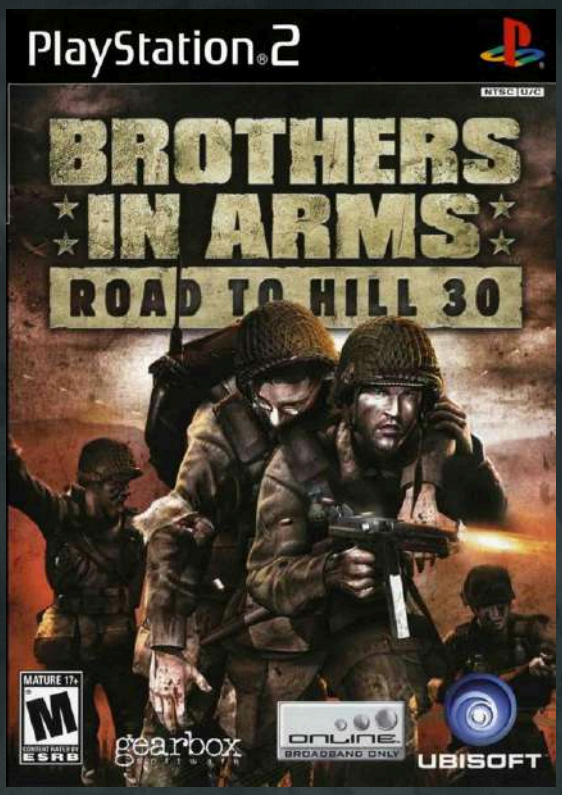
Brothers in Arms: Road to Hill 30 is a first-person shooter video game developed by Gearbox Software and published by Ubisoft for Xbox, Microsoft Windows and PlayStation 2.

It is the first game in the Brothers in Arms series.

The game takes place during World War II and focuses on tactics.

In most levels of Brothers in Arms, the player is given command of one or two separate 1-3 man teams, with the exception of several sections in which the player is not in command of any unit.



BROTHERS IN ARMS
ROAD TO HILL 30

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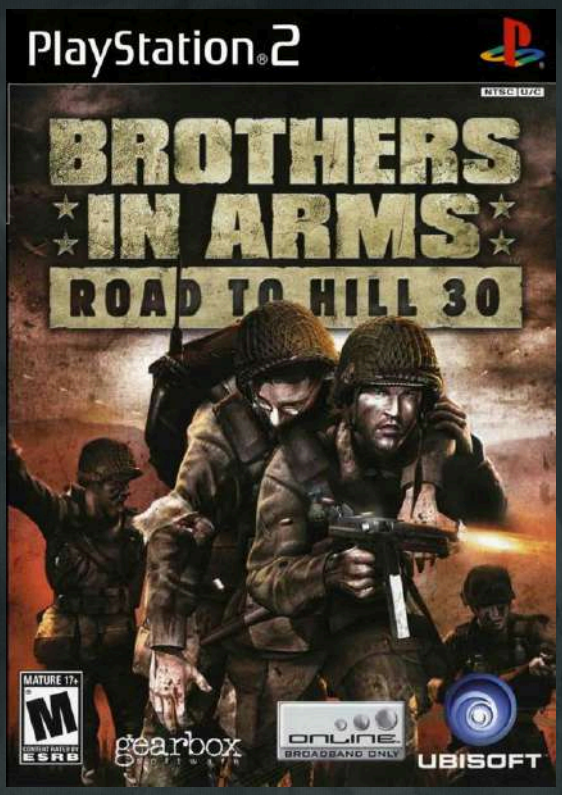
There are two types of teams, which are automatically provided before each mission:

Fire team: Made up of soldiers with the M1 Garand and the Browning Automatic Rifle and used to fix the enemy with suppressive fire.

Assault team: Made up of soldiers usually with the M1A1 Carbine and the Thompson sub-machine gun and is good for flanking the enemy while they are pinned down by the player's fire team.



BROTHERS IN ARMS
ROAD TO HILL 30

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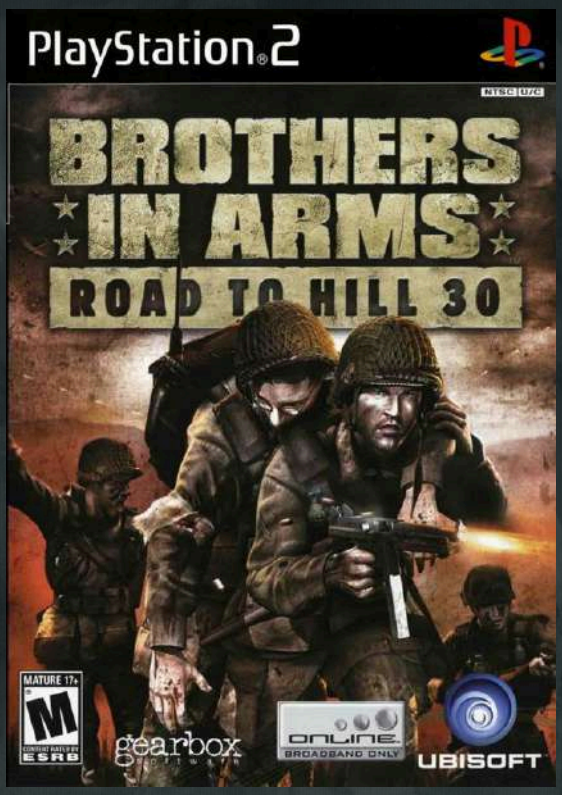
Additionally, some levels provide the player with a tank in lieu of a squad, providing players with heavy firepower and mobile cover.

The player can man the pintle-mounted M1919 Browning machine gun on the tank for additional suppression.

Brothers in Arms is notable for its intuitive command system; teams and tanks can be ordered to move, lay suppressive fire, rally, find cover, and charge the enemy.



BROTHERS IN ARMS
ROAD TO HILL 30

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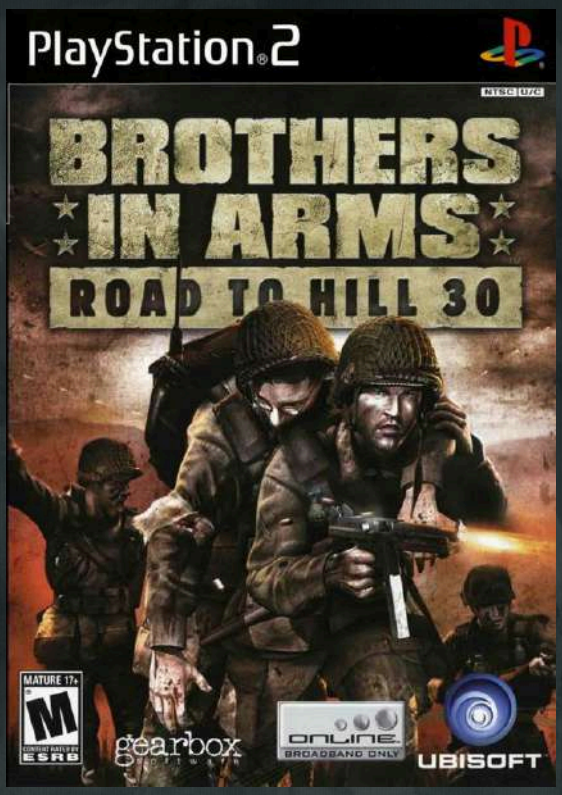
The game stresses at multiple points the effectiveness of fire and maneuver tactics, known as Find, Fix, Flank, Finish where actually used by the military during World War II,

The focus on team command rather than individual marksmanship is emphasized by providing the player with inaccurate aim.

Brothers in Arms models weapons with erratic accuracy, and enemy fire can interfere with a player's aim to simulate the effects of suppressive fire.



BROTHERS IN ARMS
ROAD TO HILL 30

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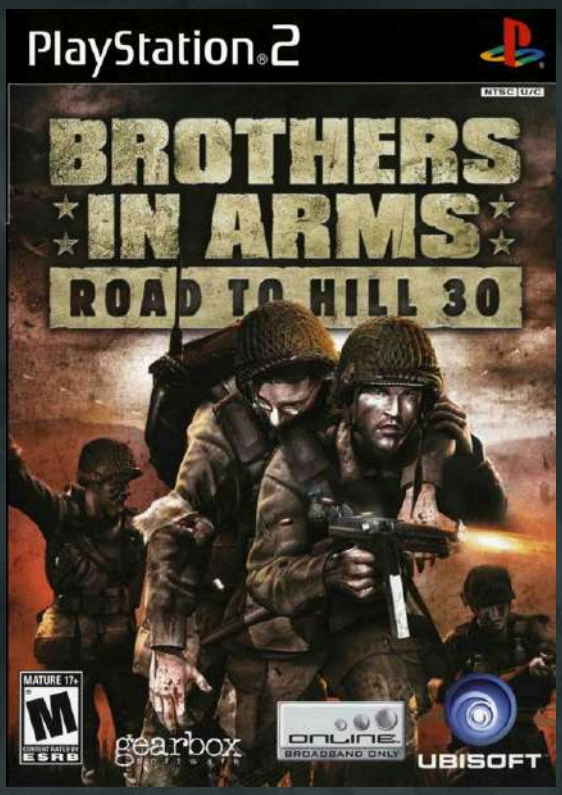


The relative lack of accuracy is designed to simulate the difficulty in hitting targets in a combat situation and to force the player to use team members to engage enemy units and provide better tactical opportunities.

Brothers in Arms: Road to Hill 30 received "generally favorable" reviews,

Brothers in arms road to hill 30 is a great game which launch a fantastic franchise.

BROTHERS IN ARMS
ROAD TO HILL 30

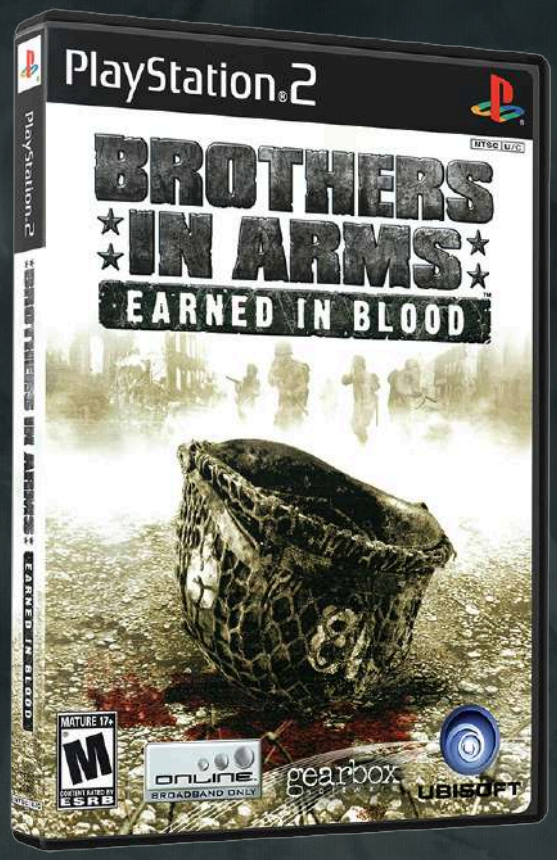
BROTHERS IN ARMS

Franchise Special

Brothers in Arms: Earned in Blood is a tactical first-person shooter video game developed by Gearbox Software and published by Ubisoft for Microsoft Windows, Xbox and PlayStation 2.

Earned in Blood includes several new multiplayer missions, weapons, and vehicles, plus a new co-op skirmish mode.

The AI of enemies has also been improved considerably in this game, while level designs are more open-ended than the original brothers in arms road to hill 30..



BROTHERS IN ARMS
EARNED IN BLOOD

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The game play in Earned in Blood is similar to Brothers in Arms: Road to Hill 30. The player usually assumes command of two teams of paratroopers.

In Earned in Blood, the enemy constantly re-positions according to the player's action, regardless of danger.

This change makes stealth and distraction important considerations when the player is attempting to flank the enemy.

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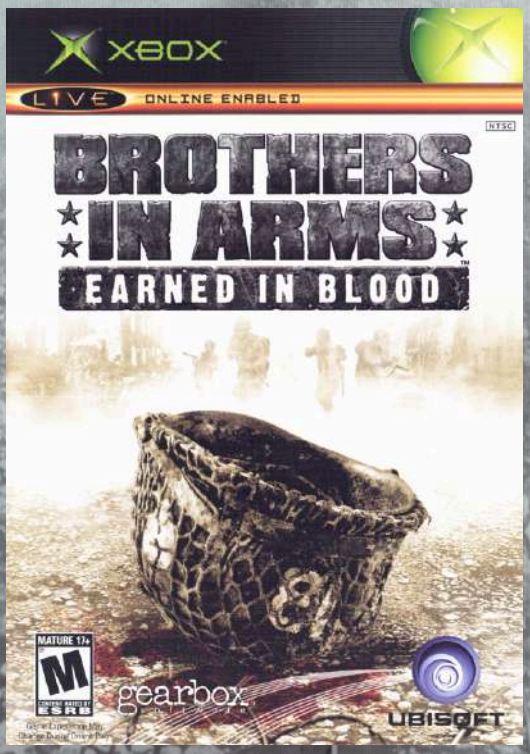
At the same time, tactics such as forcing the enemy into kill zones is possible. Brothers in Arms:

Earned in Blood received "generally favorable" for PC and Xbox, and "mixed or average" for the PS2.



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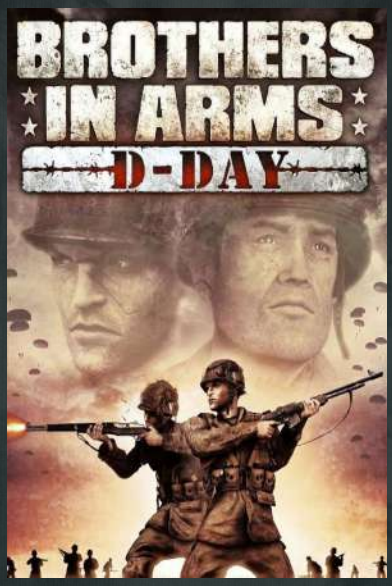
Franchise Special

Brothers in Arms: D-Day

Brothers in Arms: D-Day is a first-person shooter video game in the Brothers in Arms series for the PlayStation Portable.

Though labeled as a spin-off, the game's plot is actually a crossover/compilation of Brothers in Arms: Road to Hill 30 and Brothers in Arms: Earned in Blood from the main series.

Brothers in Arms: D-Day received "mixed or average" reviews,



BROTHERS IN ARMS D-DAY

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BROTHERS IN ARMS

Franchise Special

Brothers in Arms DS

Brothers in Arms DS is a third-person shooter video game developed by Gameloft and published by Ubisoft for the Nintendo DS. It is part of the Brothers in Arms series established by Gearbox's Brothers in Arms: Road to Hill 30.

Brothers in Arms DS received "mixed or average" reviews

BROTHERS IN ARMS DS

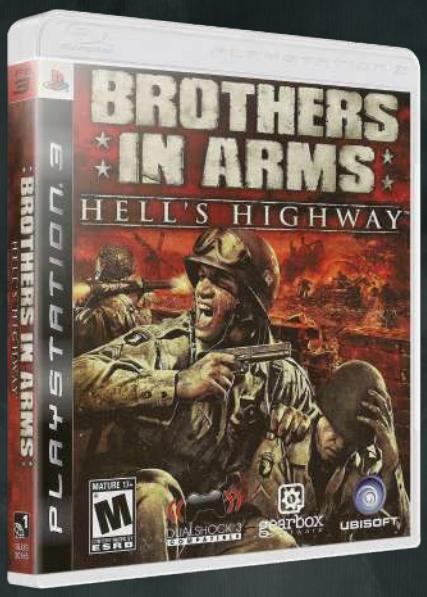
GAMER EXTRA

BROTHERS IN ARMS

Franchise Special

Brothers in Arms: Hell's Highway is a 2008 first-person shooter video game developed by Gearbox Software and published by Ubisoft for PlayStation 3, Xbox 360 and Microsoft Windows.

The game is the third installment in the Brothers in Arms series. Brothers in Arms: Hell's Highway follows the men of the 101st Airborne Division (502nd Parachute Infantry Regiment) in the later stages of World War II, during Operation Market Garden in the Netherlands.



BROTHERS IN ARMS
HELL'S HIGHWAY

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HELL'S HIGHWAY

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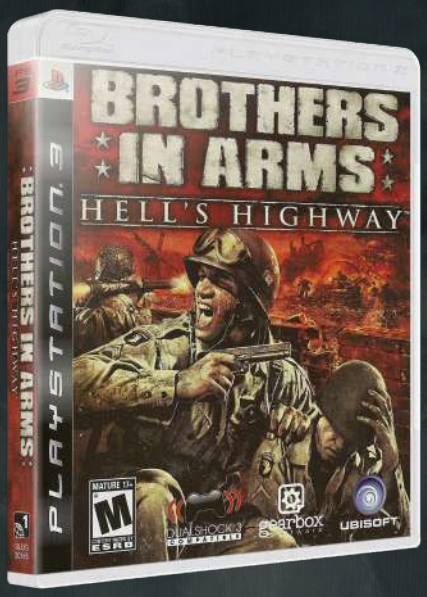
The game features a cover system, which allows players to strategically hide behind objects while fighting enemies, and alternates the player's view to an over the shoulder perspective, similar to a third-person shooter.



Hell's Highway features a destructible cover system, allowing objects such as wooden fences and sandbags to be destroyed by gunfire or explosives.

Brothers in Arms: Hell's Highway received "generally favorable" reviews

BROTHERS IN ARMS
HELL'S HIGHWAY

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HELL'S HIGHWAY